



WORST



OF



THE



WORST

**A CRIME FIGHTER RPG
SOURCEBOOK**

Worst Of The Worst is a supplemental sourcebook for the game Crime Fighter RPG. It contains eight Non-Player Criminals (NPCs) from the world of Crime Fighter RPG. The NPCs are provided as ready made characters for Crime Fighter RPG adventures.

Though a Crime Master (CM) may use the characters in this sourcebook whichever way he or she so deems, some scenarios involving each NPC are suggested at the end of this sourcebook. All NPCs were created at a higher level than beginning Player Crime Fighters (PCFs), with two NPCs (Ursa Minor and Toro) created with one Experience Reward, two NPCs (Sticky Widget and The Postman) created with two Experience Rewards, two NPCs (Arachne and Tightrope) created with three Experience Rewards, and two NPCs (Dragon Lady and Demonik) created with four Experience Rewards. This is to add an extra challenge for beginning and intermediate PCFs, as well as to differentiate this sourcebook from Scofflaws & Scoundrels and The Awful Eight. The rest of this sourcebook includes profiles for each character included, followed by the suggested scenarios section. The profiles of the NPCs go in the order of lowest Experience Rewards to highest Experience Rewards. Each character's profile contains their artwork, name, motifs, Combat Skills, Detective Skills, Gadgetry, and a brief background describing the character's origin and abilities.



Criminal Name- Ursa Minor

Motifs- Bears, Claws, Fur, Wilderness

Combat Skills- Initiative +1 (Quick Reflexes), Attack Melee +1 (Bear Hug), Evade Melee +1 (Bear Block), Resistance +1 (Stocky Muscle), Resilience +1 (Berserk Rage)

Detective Skills- Detection +1 (Animal Senses), Streetsmart +1 (Russian Mobster), Intimidation +1 (Snarling Growl), Stealth +1 (Hunter Tracker)

Gadgetry- Augment: Attack Melee +1 (Bear Claws), Oppose: Resistance -1 (Bear Claws), Oppose: Resilience -1 (Bear Claws), Extra Wound Melee (Bear Claws)

Background- The criminal known as Ursa Minor was a smalltime hood until the Russian mob volunteered him to be bodily enhanced with steroids and trained with special weaponry.



Criminal Name- Toro

Motifs- Bulls, Cattle, Bullfighting, Charging

Combat Skills- Initiative +2 (Bull Charge), Resilience +3
(Strong As An Ox)

Detective Skills- Detection +1 (Aware Of Surroundings),
Intimidation +2 (Raging Bull), Stealth +1 (Bull Run)

Gadgetry- Augment: Attack Melee +2 (Bull Horns), Oppose:
Resistance -1 (Bull Horns), Multi Attack Melee (Horn Rampage)

Background- The product of a successful bovine growth
hormone experiment, Toro donned a horned bull's head mask
and began a life of crime using his newfound strength and size.



Criminal Name- Sticky Widget

Motifs- Glue, Stickiness, Widgets, Experimentation

Combat Skills- Initiative +1 (Spry & Lithe), Evade Melee +1 (Acrobatics), Evade Range +1 (Acrobatics), Resilience +1 (Sticky Skin)

Detective Skills- Detection +1 (Observant), Deduction +1 (Thinker), Education +2 (Experimental Chemist), Stealth +1 (Small Sneak)

Gadgetry- Oppose: Initiative -3 (Glue Bombs), Omni Gadget (Random Widget)

Background- The inventive chemist Sticky Widget commits crimes as a way to test out her glue weaponry and gizmonic widgets against worthy subjects in a controlled environment.



Criminal Name- The Postman

Motifs- Post Office, Mail, Going Postal, Automatic Guns

Combat Skills- Initiative +1 (Quick Shot), Attack Range +3 (Expert Sharpshooter), Evade Range +2 (Duck & Cover)

Detective Skills- Detection +2 (Sharp Vision), Deduction +1 (Clever & Resourceful), Stealth +1 (Sniper Ambush)

Gadgetry- Augment: Evade Range +1 (Bulletproof Vest),

Augment: Resistance +1 (Bulletproof Vest), Extra Wound Range (Multiple Firearms), Multi Attack Range (Multiple Firearms)

Background- Nobody is sure of the origin of The Postman. He appeared one day in a post office and went on a killing spree. Ever since, he has terrorized post offices throughout the land.



Criminal Name- Arachne

Motifs- Spiders, Webs, Poisons, Femme Fatale

Combat Skills- Initiative +1 (Spider Speed), Attack Melee +1 (Arachnid Agility), Evade Melee +1 (Arachnobatics), Evade Range +1 (Arachnobatics), Resilience +1 (Poison Resistant)

Detective Skills- Persuasion +2 (Seductive Spiderlady), Stealth +2 (Creep & Crawl)

Gadgetry- Augment: Attack Melee +1 (Spider Staff), Oppose: Initiative -1 (Spider Webs), Oppose: Resilience -2 (Spider Poison), Major Cohort: Initiative +1, Attack Melee +1, Stealth +2, Oppose: Resilience -2 gadget (Mutated Pet Spider)

Background- The villainess Arachne is one of the most elusive criminals around, evading the law time and time again thanks to her spider-themed weaponry and gigantic mutated spider pets.



Criminal Name- Tightrope

Motifs- Ropes, Binding, Execution, Hanging

Combat Skills- Initiative +1 (Limber & Nimble), Attack Melee +2 (Roping Expert), Attack Range +2 (Roping Expert)

Detective Skills- Streetsmart +1 (Underworld Figure),

Intimidation +1 (Steel Nerves), Stealth +3 (Master Assassin)

Gadgetry- Oppose: Resistance -3 (Strangling Rope), Oppose: Resilience -1 (Strangling Rope), Flight (Swing Rope)

Background- The arch assassin Tightrope is one of the highest paid killers in the underworld due to his great agility and deadly mastery of ropes. He has yet to fail in any hit he was hired for.



Criminal Name- Dragon Lady

Motifs- Dragons, Lizards, Fantasy Literature, Medieval Age

Combat Skills- Attack Melee +1 (Combat Training), Attack Range +1 (Combat Training), Evade Melee +1 (Combat Training), Evade Range +1 (Combat Training)

Detective Skills- Deduction +1 (Clever), Education +1 (Well Read), Intimidation +1 (Draconian), Persuasion +1 (Presence)

Gadgetry- Augment: Attack Melee +2 (Dragon Tail), Augment: Resistance +2 (Dragon Armor), Oppose: Evade Melee -1 (Dragon Tail), Extra Wound Melee (Dragon Tail), Prevent Wound (Dragon Armor), Flight (Dragon Wings)

Background- Dragon Lady was a very rich author of fantasy books who spent all of her wealth on a suit of dragon-like power armor and the proper combat training needed to use it.



Criminal Name- Demonik

Motifs- Demons, Devils, Hellfire, Damnation

Combat Skills- Attack Melee +2 (Fighting Prowess), Attack Range +2 (Fighting Prowess)

Detective Skills- Deduction +2 (Evil Genius), Intimidation +3 (Demonic Aspect)

Gadgetry- Augment: Resistance +1 (Demon Suit), Oppose: Attack Melee -2 (Flaming Aura), Oppose: Attack Range -1 (Flaming Aura), Extra Wound Range (Demon Trident), Prevent Wound (Demon Suit), Multi Attack Melee (Flame Burst)

Background- Though Demonik acts as if he has supernatural powers, he is in fact a technological genius who has invented a number of weapons and other gadgets that only seem mystical.

Suggested Scenarios for Worst Of The Worst

Scenario for Ursa Minor A Russian mob war between two rival gangs is raging, and Ursa Minor wishes to take advantage of the situation to increase his own standing in the mob. His plan is to hire out to both gangs, but then take them over and consolidate them into one large gang entirely under his control. It is up to the Player Crime Fighters to thwart Ursa Minor's plan.

Scenario for Toro In an attempt to control Toro, an evil scientist has implanted a hypnotic suggestion in the mind of the criminal so that he goes berserk when seeing the color red. However, something has gone wrong, and now Toro is on a citywide rampage destroying everything in sight that is red. The Player Crime Fighters must figure out the situation and stop Toro.

Scenario for Sticky Widget Sticky Widget has recently heard of the Player Crime Fighters, and plans to use them in her next round of experiments. She executes a series of crimes which are little more than controlled experiments for the PCFs. Her plan pays off as she is able to create a powerful new glue weapon to threaten the whole city with unless the PCFs stop her.

Scenario for The Postman The Postman has reappeared, hitting the city's post offices one by one in a random fashion that has the local citizens afraid to use their nearest post office. The Player Crime Fighters must determine the pattern to The Postman's murderous new crime spree, and then put an end to it before too many innocent lives are lost.

Scenario for Arachne Arachne desires one of the male Player Crime Fighters to join her in evil and be her new mate. In order to force the PCF to do such, she has formed a plan to individually kidnap all the other PCFs and trap them in a web at her secret hideout. She then threatens to have her spiders kill off the kidnapped PCFs unless the PCF she desires will join her.

Scenario for Tightrope Tightrope has been hired by a disgruntled mob boss to kill off all of the Player Crime Fighters. Tightrope has decided to divide and conquer, creating a series of distractions throughout the city to split up the PCFs. At each distraction, Tightrope will ambush the PCF that shows up. Those who survive the ambushes must regroup and find Tightrope.

Scenario for Dragon Lady One of Dragon Lady's books has become a major motion picture. Since she has sold off all the rights to her books, Dragon Lady is furious that such a movie has been made without her permission. She is determined to disrupt the premiere of the movie and destroy the theatre it is being shown at, and the Player Crime Fighters must prevent her.

Scenario for Demonik Demonik has been showing up at various museums and libraries in the city to steal a number of rare books on the occult. It is believed that Demonik is stealing the books as part of a demonic ritual, but he is in fact stealing them for a very rich collector who wants all the occult books. The Player Crime Fighters must stop Demonik and return the books.

Worst Of The Worst was written by Errin Famiglia as a supplement for the game Crime Fighter RPG.

All artwork in Worst Of The Worst was made by me using the excellent program known as the Hero Machine. You can learn more about the Hero Machine at www.heromachine.com , or can use the online Hero Machine at www.ugo.com/channels/comics/heroMachine2 to visually re-create your own Crime Fighters and Criminals for Crime Fighter RPG.